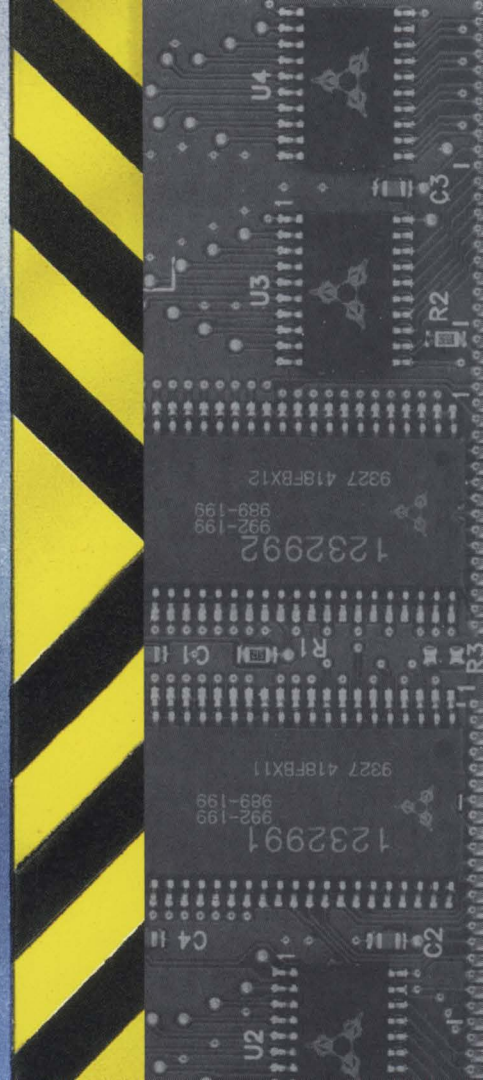


The
Orion Conspiracy
Manual



Trust No One...

CONTENTS

The Cast	SECTION:	1
The Commentary	SECTION:	2
Incident Report	SECTION:	3
Memorandum	SECTION:	4
Standing Order #15326-AJ	SECTION:	5

LEVEL 3

AUTHORISATION ONLY

Installation	SECTION:	8
Running The Game	SECTION:	8
Options Setup	SECTION:	8
Soundcards	SECTION:	8
Other Soundcards	SECTION:	9
Advanced Settings	SECTION:	9
Memory	SECTION:	10
Creating A Boot Disk	SECTION:	10
Extended Memory	SECTION:	11
Error Messages	SECTION:	11
Playing The Game	SECTION:	13
Mouse Controls	SECTION:	14
Key Controls	SECTION:	14
Credits	SECTION:	15
Customer Help	SECTION:	16

McCormack	Patrick Mower
LaPaz	Sarah Stewart
Meyer	Kenny Andrews
Kaufmann	Adam Henderson
Brooks	Sharon Holm
Shannon	Peter Marinker
Ward	Brad Lavelle
Rowland	Tom Hill
Lowe	Bo Bowman III
Bernard	Monica Buford
Raman	Sudha Bhuchar
Gates	Sarah Stewart
Chandra	Pravesh Kumar
Chu	Colette Koo
Waterman	Tom Hill
Stanley	Monica Buford
Clifford	Patrick Mower

The Cast:

As Product Manager of The Orion Conspiracy I wanted to personally thank you for your purchase. A vast team of talented people across the world have spent every possible effort in ensuring that you have bought an adventure with great graphics, superb CD speech and above all outstanding gameplay.

Please send us back your registration card along with any comments you have about this and the type of games you want us to make for you in the future. Your feedback and views are very important to us. You can contact us on the following addresses:

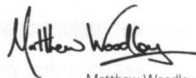
Domark Software Ltd, Ferry House, 51-57 Lacy Rd, Putney, London SW15 1PR.

Tel: 44(0)181-780 2224 Fax: 44(0)181-780 1540

CompuServe: 74431,1164

Internet: 74431,1164 @ CompuServe.com

Good Luck!



Matthew Woodley, Domark Software.

Your Orion Conspiracy box should include the following:

- One CD in digipack
- The Instruction manual (I guess you have this!)
- A graphic novelette by Fangorn
- A hints and tips envelope
- Registration card
- Sales sheets

Date: 30th March 2160

The following information is restricted to Kobayashi employees with security clearance Oscar/5 and above. Any unauthorised person coming into possession of these documents should contact Kobayashi Security immediately for retrieval and interrogation. Violation of this instruction is a capital offence.

Extract from "Modern Corporations: An impartial guidebook" by Professor Carol M. Phelan, DSci, published by Kobayashi Press.

Company Name: Kobayashi Corporation

Date of incorporation: 25th May 2067

Base of Operations: Kobayashi One
(Space Station orbiting Earth, NearSpace Sector Alpha)

No. of employees: 8,357,998

Value of assets: **CLASSIFIED**

Alliances:

Blue River Trading
Mogami-Hudson
PAAA Mercantile

Fleet statistics:

Merchant Vessels: 2435

Support Vessels: 1037

Military Vessels: **CLASSIFIED**

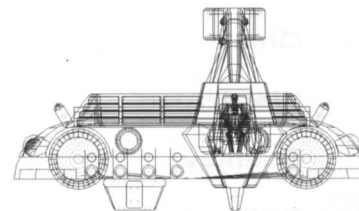
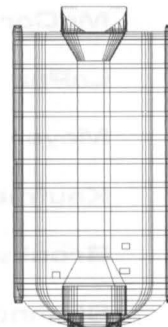
The Commentary:

"The Kobayashi Corporation is one of the biggest in the galaxy, with installations in all major star systems, and a fleet of DeepSpace craft that is thirty times the size of the largest Planetary Navy. Kobayashi's interests range from organic farming and exploitation of natural resources to scientific research on the cutting edge of technology.

"After the mass consolidation following the Corporation War, Kobayashi was one of the few companies to retain its original identity, and so continued its 93 year existence untainted by impure mergers. By forming strategic alliances with other companies, Kobayashi now has a considerable influence over 30% of the galactic economy.

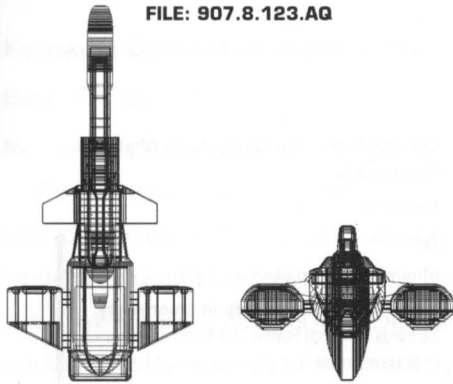
"Kobayashi is well known as being one of the most security conscious of the major corporations. By enforcing a strict employee in-breeding policy, it ensures that no disloyalty can be engendered through poor partner selection. Another established method of safeguarding confidentiality is, of course, the corporate army, and the Kobayashi Security Force is highly regarded by it's competitors as utilising violence in the most thorough, efficient and financially astute way."

FILE: 202.1.002.AP



FILE: 244.5.667.AD

FILE: 907.8.123.AQ



**Extract from "The Navigator's Almanac:
Quadrant 5"**

Name: Cerberus

Type: Research Station

Purpose: Black Hole emission research

Owner: Kobayashi

No. of crew: 20

Distinguishing features for visual confirmation: Facility consists of structures built on asteroid foundation.

Approx. 500 metres wide, 200 metres deep, not including observation stalk which is attached to the underside.

Kept in geostationary position over the Black Hole called "Devil's Gate" by rocket boosters.

WARNING: Cerberus is NOT a public access site, and is defended by the Kobayashi Security Force. Approach with caution.

INCIDENT REPORT

To: Commander William Kyoto, CINCQUAD5, Kobayashi One

From: Captain Peter Shannon, Cerberus Research Station

Date: Captain 4th August 2160 21:45

At approximately 15:30 this afternoon Technician First Grade Daniel McCormack took the Scout class craft 7-03 to investigate a reported malfunction on a Type 5 probe situated 600Km from Devil's Gate.

For some reason as yet unknown to us, the Scout's propulsion system failed to respond to pilot or remote control, causing it to be caught in the gravitational field of the Black Hole, and pulled beyond the event horizon.

Equipment and personnel missing, presumed destroyed.

Please advise on next course of action.

REPORT ENDS

SECTION

3



MEMORANDUM

To: Captain Peter Shannon, Cerberus Research Station

From: Commander William Kyoto, CINQUAD5, Kobayashi One

Date: 5th August 2160 11:15

Since the losses in the reported incident are well within our projected wastage for the Cerberus Research Station this year, no further investigation is necessary. Put in a request to Resources for replacement equipment and personnel immediately.

I do trust, however, that you will take steps to avoid such incidents in future, as Scout craft are both expensive to build and require the use of a DeepSpace Carrier to deploy.

I have notified the deceased's next-of-kin. The father will be arriving on the next DSF for the funeral service. Ensure he goes back on the same ship, otherwise the more sensitive aspects of your research will be delayed even further.

MEMORANDUM ENDS

**Extract from "The Navigator's Almanac:
Quadrant 5"**

Name: Devil's Gate

Type: Black Hole

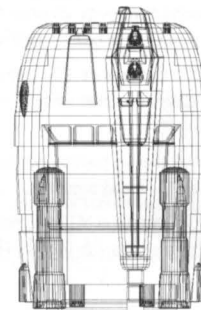
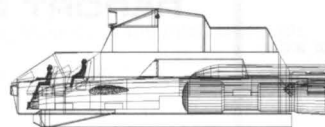
Minimum safe distance: 750 Km

Nearest facility for help in emergency:

Cerberus Research Station (1000Km) if Kobayashi
or allied company

Tennent's Star (4.3 Light years) if non-allied with
Kobayashi

FILE: 453.4.545.AM



SECTION

Kobayashi Corporation Standing Order #15326-AJ

Date: 15th December 2157

Re: Cerberus Research Station

Plans for the proposed research station at Devil's Gate have been approved by CINCQUAD5. Due to the urgency required to initiate this project, it has been decided that the facility will be built on one of Mogami-Hudson's Mobile Asteroid Platforms, to give it the stability necessary for the geostationary boosters.

Unfortunately, Mogami-Hudson are reserving the right to keep a small team on the base to conduct their own research. It is understood that their studies will not involve the Black Hole, which has been reserved wholly for Kobayashi use.

Despite the problems between Kobayashi and Mogami-Hudson in the first few months of the Corporation War, they are officially allied to us now, and must be treated with courtesy and respect. However, should any Mogami-Hudson employee pose a threat to the smooth running of Kobayashi operations, Security must be informed immediately.

STANDING ORDER ENDS

Extract from "The Complete Guide to Space-enabled Craft - 2155AD Edition"

Class: Maroon

Type: DeepSpace Freighter

Tonnage: 15,300

Purpose: Transport

No. in service: 73

Crew: 27

Maximum capacity: 750 tonnes

Range: 2,000 Light years

Maximum Speed: 200 Zph

Equipped for atmosphere?: No

Armament: None

Construction Yard: Kobayashi

Distinguishing features:

The Maroon class is unique in having a detachable container that can (under its own power and controlled by the mothership or by its own crew) dock with the destination, leaving the mothership free to continue its duties. This feature is particularly useful for high security payloads, which can be self-destructed without damage to the mothership.

**Extract from "The Complete Guide to
Space-enabled Craft - 2155AD Edition"**

Class: Bulldog

Type: Shuttle

Tonnage: 150

Purpose: NearSpace transport and patrol

No. in service: 102

Crew: 2

Maximum capacity: 20 tonnes

Range: 250,000 Km

Maximum Speed: 230 Zph

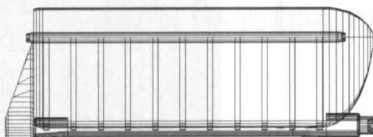
Equipped for atmosphere?: Yes

Armament: One 7 Gigawatt Phased Laser

Construction Yard: Plutonia Industries

Distinguishing features:

One of the first "non-symmetrical" designs from the Plutonia yards, the Bulldog has its cockpit offset to the right of the centreline for ease of deployment of cargo. This does, however, cause a blindspot at 7 O'clock Low for the pilot, which is compensated by high-definition cameras in the affected area.

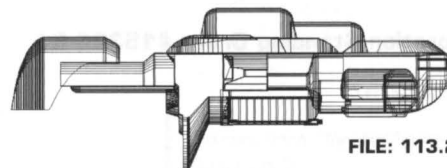


FILE: 342.0.125.AD



SECTION

6



FILE: 113.2.365.AW

**Extract from "The Complete Guide to
Space-enabled Craft - 2155AD Edition"**

Class: Scout

Type: Reconnaissance/Maintenance Vehicle

Tonnage: 3

Purpose: NearSpace Maintenance

No. in service: 267

Crew: 1

Maximum capacity: 5 cubic metres

Range: 2,000 km

Maximum Speed: 5 Zph

Equipped for atmosphere?: No

Armament: None

Construction Yard: Free Scientific

Distinguishing features:

The Scout is based around one of the most common Maintenance Vehicle designs, but does have better pilot visibility than others, due to the 360 degree glass cockpit. The one drawback of this design is that the pilot feels unusually vulnerable, not having any substantial part of the craft in the field of view. The two recorded cases of "Alone In Space" syndrome caused by the Scout's cockpit configuration ended in loss of crew.



SECTION

7

LEVEL 3
AUTHORISATION ONLY

INSTALLATION

1. Change your current drive to be the drive containing the CD ROM. For example, if your CD is in drive D, enter D:

2. Type in SETUP. Press Return.

(Please note that the game requires some storage space on your hard drive).

3. You will be asked for the name of the directory to be used for this purpose.

This directory will be referred to as the "game directory" and will contain your hardware configuration files and saved games, as well as being the directory from which you will run the game.

4. The installation procedure now continues with the configuration of the game for various peripherals and settings. These options can be changed later by re-running the SETUP program (see below).

RUNNING THE GAME

Ensure your current directory is the game directory (whose name you specified above) and enter ORION. If you are having trouble getting the game to run, first of

all check the Getting Up Speed card included in your ORION CONSPIRACY box. If trouble persists please contact Domark on the helpline number printed at the back of this manual.

OPTIONS SETUP

If you wish to change the game options that you set up during installation (such as mouse control or soundcard choice), you can do so at any time by running SETUP from the game directory.

SOUNDCARDS

The Orion Conspiracy uses available soundcards for:

1. An accompanying musical soundtrack
2. Digitised sampled sound and digitised speech.

If you enable either or both of these options, you should select the appropriate soundcard that you wish the game to use.

Please note that enabling the audio options will increase the amount of Base Memory that the game requires to run. The exact amount will depend on the type of soundcards in use.

Installing The Game

OTHER SOUNDCARDS

The Orion Conspiracy is compatible with a number of standard soundcards, using the Audio Interface Library system devised by Miles Design. If your soundcard is not listed in the SETUP program, but you have obtained the necessary AIL drivers for it, then you should proceed as follows.

1. Copy the new MIDI and digital drivers to files named CUSTMIDI.ADV and CUSTDIGI.ADV respectively.
2. Select the Custom Soundcard option from the SETUP soundcard lists.

ADVANCED SETTINGS

If your soundcard has not been installed to the default hardware settings, then you may need to use the SETUP program to

set some of these values.

Depending on the card you are using, some or all of the settings listed below may need to be defined. In all cases, details of which values you should use will be available in the soundcard manuals.

1. Base I/O Port Address: most cards default to 220.

Installing The Game

2. Interrupt (IRQ): most cards use either 5 or 7.
3. DMA Channel: most cards use 1.
4. DMA Interrupt (DRQ): not used by most cards.

MEMORY

The game requires approximately 540K of free Base Memory to run, although this will increase if audio options are enabled.

In order to obtain a sufficient amount of memory for the game, you may be required to reconfigure your system set-up. Some suggestions for how to do this are listed below (and also on the Getting Up Speed card). For full details of all these suggestions, please consult your DOS manual.

1. Ensure that DOS is loaded high. This will involve using a driver such as HIMEM.SYS.
2. Reduce the number of TSR's that are loaded, and then remain, in memory. This will involve altering your CONFIG.SYS file.
3. Run a memory management utility to ensure all necessary drivers are efficiently loaded into memory.
4. Check the size of your mouse driver. If it is taking up a large amount of base memory, it may be possible for you to use a smaller driver.

In extreme cases, remember that the game can be used with either a joystick or the keyboard.

CREATING A BOOT DISK

One of the easiest solutions is often to boot up your computer from a specially-prepared boot-disk. This can be done as follows:

- a. Format a blank floppy disk using `FORMAT A:/s` (assuming the floppy is in drive A:).
- b. Copy across your current copies of AUTOEXEC.BAT and CONFIG.SYS that are present in the root directory of your hard drive.
- c. Edit these files to remove anything that is not absolutely necessary.

Remember that you may wish to keep mouse drivers, soundcard drivers and CD-ROM drivers.

- d. When you switch on your PC to play the game, ensure that this disk is used to boot your PC. To do this put it into your floppy drive before turning your PC on.

Installing The Game

EXTENDED MEMORY

The Orion Conspiracy requires at least 3MB of Extended Memory (XMS). If more is available, then the game will make use of this to ensure maximum performance.

If less than 3MB of XMS is available, then the game will halt with a warning message. This should inform you that it is possible to continue running the game by entering ORION /x-. However, you should be prepared for a slight loss in the smoothness of some of the animated sequences.

Please note that any extra memory in your PC can be set up as Extended or Expanded, depending on the memory drivers present. The inclusion of the HIMEM.SYS driver in your CONFIG.SYS file will normally ensure that Extended Memory has been set up. The ORION CONSPIRACY

will only detect Extended Memory, so please check the set-up of your system. Consult your DOS manual for further details.

ERROR MESSAGES

If the game prematurely exits, one of the following error messages should be shown.

Unable to open file.

1. Check the game is being run from within the directory into which it was installed (the game directory) and that the game CD-ROM is present in the CD drive.
2. Ensure that the CONFIG.SYS file contains a high enough setting of the FILES variable.

The CONFIG.SYS file that is present in the root directory of your hard drive probably contains a line that has the form FILES=xx where xx is a number. ●———— continued overleaf

TECHNICAL
INFORMATION

Please ensure that this number is at least 20. If you have a network or certain other drivers active, you may have to increase this number.

3. It is possible that the required file has been deleted or damaged. Try re-installing the game.

Not enough base memory.

See the advice given above about the amount of Base Memory needed to run the game and how to increase the amount of memory available.

Unable to install sound driver.

The game was unable to detect the soundcard as dictated by the soundcard drivers and the hardware settings chosen in the SETUP program. See the Soundcard advice given above, and run the SETUP program to change the settings as appropriate.

Unable to set screen mode.

The Orion Conspiracy works with most SVGA cards, but on some more obscure cards you may need to have a VESA driver loaded into memory before the game will work. Check your SVGA card documentation for details on how to do this.

Installing The Game

PLAYING THE GAME

- Move the Crosshair around the screen using Mouse, Joystick or Cursor keys.
- When it is over a character or item that can be interacted with, the name of that character or item will appear.
- Select the item using the Left mouse button (or Joystick fire button, or ENTER on the keyboard), and a number of icons will appear at the bottom of the screen.
- Moving the Crosshair over an icon will show you what it does.
- If you can only interact with the item in one way, your character will automatically do that, otherwise you will be able to select what action is performed.

Tactical Information

- You can cycle round the options available using the Right mouse button.
- You can see what objects you are carrying by moving the Crosshair off the bottom of the screen, or by pressing SPACE.
- To get out of the inventory, either move the cursor back up on to the playing area, select the EXIT icon or press SPACE again.
- Clicking on the STATUS icon at the bottom of the screen gives you access to the Main Menu. Here you can change audio/speech & control options and more importantly **Save** and **Load** your games. To save a game click on one of the numbered slots, type a description of what you are doing in the game and press ENTER.

TACTICAL INFORMATION

MOUSE CONTROLS:

Left Mouse Button

Select item /Action

Right Mouse Button

Cycle round options available

KEY CONTROLS:

Cursor keys

Move Crosshair around screen

RETURN

Select

TAB

Cycle round options available

F1

Move on to next speech paragraph (if you have heard it before)

ESC

Pause/Unpause game

CTRL-J

Skip cutscenes

CTRL-M

Joystick Mode

ALT-J

Mouse Mode

ALT-V

Recalibrate Joystick

ALT-X

Version Number

CTRL-Q

Quit Game

F8

Quit Game

CTRL-C

Quit Game

Tactical Information

CREDITS

Creative Director

Andy Blazdell

Technical Director

Simon Lipowicz

Visualization

Fangorn

3D sequences

Andy Day

Background illustrations

"J.D." Duncan

Animation

Jack Wilkes

Gary Welch

Tahir Rashid

Ian Harling

Additional Programming

Glyn Kendall

Music

Ian McCue

Sound Effects

Channel 20-20

Sound Drivers

John Miles

Video Compression

RAD Software

Manual Layout & Design

Andi Ewington

Packaging Art

Vincent Wakerley

Packaging Layout

Matthew Woodley

Product Manager

Matthew Woodley
Mark Gilbert

Thanks to: Jeff Roberts and Mitch Soule at RAD Software

Beccie, Jake and Will at Inverse Pictures for UK speech

Polylang for French/Italian and German speech

Simon at Sound Developments

Red Pepper for Manual Design and Layout

Rob Northen

Richard Browne

Sue Tong

Stuart Hughes and all the staff at Domark Software Ltd.

General MIDI timbres for Yamaha OPL-2 and OPL-3-based sound cards were produced by The Fat Man (tm) and developed by K. Weston Phelan and George

Alastair Sanger. (c) 1993 The Fat Man (tm).

Uses Smacker Video Technology

SmackPly.Exe is copyright (c) 1994 by Invisible, Inc. d.

b. a. RAD Software.

Additional Information

CUSTOMER HELP

If you fill out your registration card and return it to us, you are covered by our warranty. If your disk should fail within 90 days due to manufacturing defects, return it directly to us for a free replacement. After 90 days, or if the disk was damaged through user or machine error, return the original disk(s) to us and enclose £2.50 for one disk and £5.00 for two or more disks. Please send a cheque in sterling, drawn on a UK bank and made payable to Domark Software Ltd.

Our Customer Helpline can be contacted on the following numbers:

Tel: 44(0)181-780 2224

Fax: 44(0)181-780 1540

Compuserve: 74431,1164

Internet: 74431,1164@CompuServe.com

Additional Information

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Developed by Divide by Zero

Published by Domark Software Ltd. E&O exc.

Domark Software Ltd and Divide by Zero Ltd and all parties involved can take no responsibility for any system crashes and or anomalies which may result from playing "The Orion Conspiracy". Please refer to you hardware documentation.

Believe Half Of What You Hear And None Of What You See.



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